The I/O Connector

The Newsletter of the San Diego Atari Computer Enthusiasts

This is an example of writing produced by the Atari 1020 printer/plotter using the CURSIVE program.

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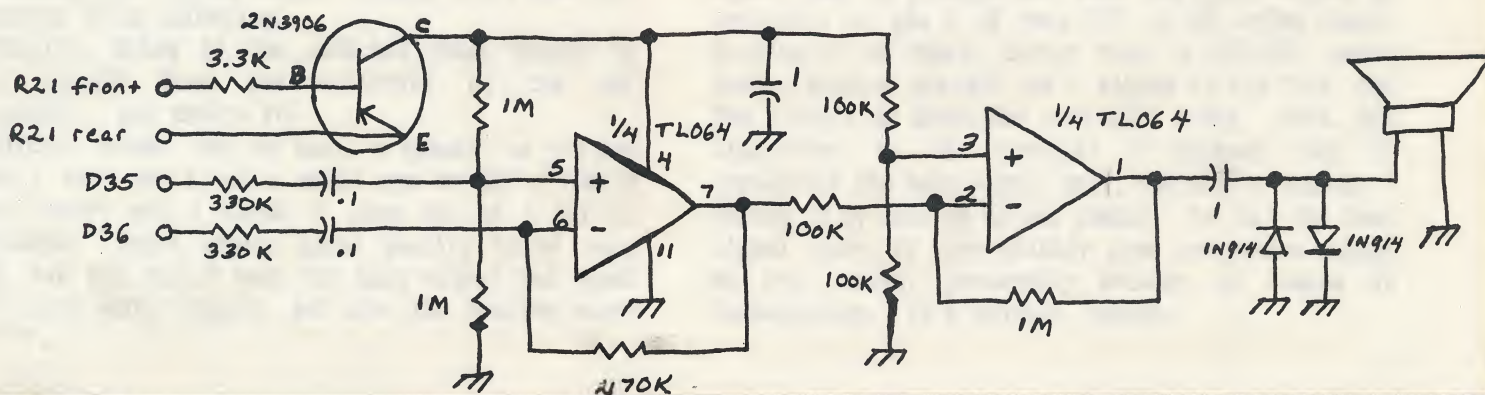y z ! " ' # $ % ( )
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(Both the CURSIVE program and this sample are copyright 1986, John Kelleher).

Dearest darling,
  I love you!

Dear Grandma,
  I like my football.

I will not talk in class.
I will not talk in class.
I will not talk in class.

Add a speaker to your Avatex 1200 modem

<u>SAN DIEGO ATARI COMPUTER ENTHUSIASTS</u>
is an independent, non-profit organization and user group with no
connection to the ATARI Corporation. Membership fees are currently
$15.00 annually, from January 1 thru December 31 of the current
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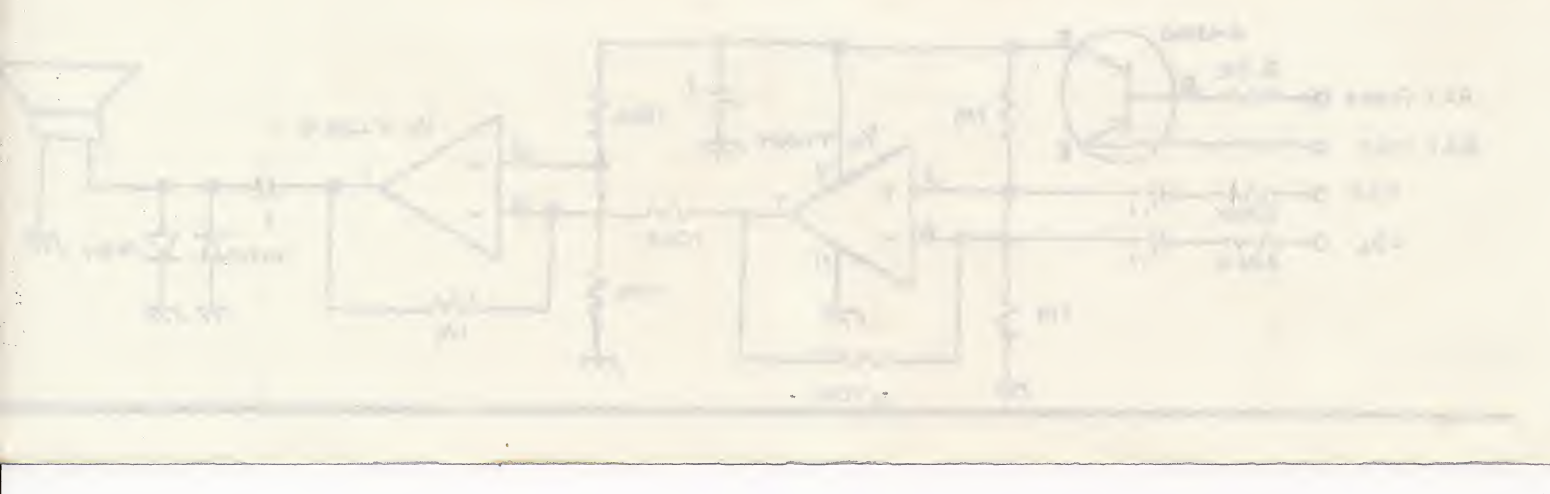
Adding a speaker to the Avatex 1200 modem
John Purbrick

OK, first thing to do is remove the cover from your Avatex 1200. Take out 3 Phillips screws from the underside, 2 near the front and one at the back. Complicated, huh? If you're no longer interested, replace the cover.

If you're feeling intrepid, orient the modem so the front faces you. Look to the left of the three control buttons; there will be 5 resistors there side by side. The leftmost one is labelled 'R21'. It is the series resistor for the MC light, and we will use it to obtain a signal with which to switch the sound apparatus. Note that at the end of R21 farthest from the front of the modem there is an area of metallization on the board which connects both R21 and its neighbor.

Get a small PNP transistor (2N2907 or 2N3906 are cheap and work fine). Make a short (.1 inch) bend in the end of the emitter lead and lay this part of the lead onto the above-mentioned metallized area. Solder it in place. Now bend the base lead of the transistor slightly toward you. Using a similar technique to the one used for the emitter, clip one wire of a 3.3K resistor to .5 inch length, and solder it to the other end of R21. Clip the other end of the resistor short, and cross it over the transistor base. Solder them together. Now, whenever current flows through R21, it will also pass through the 3.3K resistor and the emitter-base junction of the transistor, turning it on.

There are three more connections to make. Look at the far left-hand corner of the board. Next to the transformer (red, in a metal frame) is a blue block, the relay. To the right of the relay are a large capacitor, a resistor, and two small diodes, D35 and D36. Using fine wires, solder two leads onto the ends of D35 and D36 closest to you. Work quickly, so as not to overheat these components. Don't let excess solder bridge between the diodes or to anything else. The last connection is a ground lead, and can go to any number of places, but one sure connection point is the center lead of one of the voltage regulators--these sit on heat sinks at the right hand side of the board. Again, don't cook the regulator while soldering.

Finally, bring in the switched power supply to your circuit from the collector of the PNP transistor. And that's it!

Circuit notes: Use as small a speaker as you can find: I used one I got a while ago at Eli's (Solid State Sales) and I think it came out of a set of earphones. Don't expect sound quality to be very good, but you should hear the busy signal and sound of dialing quite clearly, and also the roaring sound

of the carrier, before the connection is established. You can test the setup by dialing your own number (always busy) or 1-[your number] which gives you boop-bup-beep and recorded sorrow ("We are unable to complete your call....etc"). All the components except the resistors are available at Solid State Sales (139 Hampshire St, Cambridge); you can substitute other op-amps but the TL064 is a FET-input type that operates on a 5v supply--not many op-amps will do this. [The TL062 is a dual op-amp that is compatible with the quad TL064; it can be substituted without circuit changes.]

Note that the output is clipped to .6v from ground by the two 1N914's on the output. This is necessary because the tones used in dialing sound extremely loud if played at the same volume as received signals (because they've only just started their journey). The diodes limit the volume of these tones while allowing as much gain as possible for the other sounds.

Mounting: Look at the way the pushbuttons are mounted inside the modem. They fit inside a metal frame, and this has "ears" at each side with a hole in each. You can cut a long, narrow piece of perfboard which will fit vertically, across the front of the modem, and bolt it to these two holes for support. I used this arrangement, the board being .6 inches by 4.9 inches. Naturally, there must be a large cutout in the board to clear the switches, but there is plenty of space left over for the circuit. My speaker hangs off the left hand end of the board, and I drilled a 3/16 diameter hole in the modem case to let the sound out; this works well because the speaker is just behind this hole, near the case's left front corner.

It would be possible, but not as easy, to run the device off the 12v supply which would allow more output power to the speaker. You can also connect the output to an external amplifier, which I have tried successfully.

Postscript: Harry [Steele, BCS Atari sysop] came over to my house to see (and hear!) the converted modem, and he pointed out that the audio signal is available at pin 1 of chip U27 on the modem board. Picking it up there, rather than at D35/D36, would give a simpler circuit and I intend to try this, but the circuit as described certainly works. Also, one limitation in the circuit: I claimed that it reproduces the busy signal well, but that's because I tested it by calling my own number. In fact the busy signal comes in very faintly from everywhere except my own number, presumably because of losses in transmission. It's audible, though.

6 August, 1986 -- Twelve of the industry's leading software developers and the Software Publishers Association (SPA) announced today that they have taken direct action by closing down a notorious pirate BBS system located in Cincinnati Ohio.

The "Star Chamber" bulletin board system had more than 40 megabytes of Atari 8 bit and ST software, with many hundreds of copyrighted titles available. The twelve publishers, all of whom publish Atari ST software are;
Antic Software Batteries Included Digital Research Hippopotamus Software Infocom Megamax Michtron Procopy Quickview Systems Quantum Microsystems Regent Software Xlent Software

The closing today of a major illegal BBS system through a joint effort of concerned publishers is only the first of several similar actions anticipated. In a joint statement issued by the group a commitment was made to aggressively root out similar law-breakers as they are found. "The days are over when someone can illegally transmit copyrighted software via BBS systems," said Mark Skapinker of Batteries Included. "We're all fed up with tolerating theft of our products and we intend on going after these scoff-laws aggressively," said Gordon Monnier of Michtron.

As a follow-up to this success the companies involved are discussing the creation at fall Comdex 1986 of a permanent watch-dog group to make it clear to pirates that their days are numbered.

For further information contact:
Gordon Monnier, Michtron (313) 334-5700
Mark Skapinker, Batteries Included (416) 881-9941
Gary Yost, Antic Software (415) 957-0886
Ken Wasch, Software Publishers Association (202) 452-1600

The ATARI 1020 PRINTER and Ancillary Software
Don Burgess

In 1984, the Atari 1020 Color Printer/Plotter sold for over $200. It now can be obtained for $25 to $50. It plugs directly into the Atari 8 bit computer's serial I/O. The 1020 prints using four colored pens similar to ball point pens. Printing is done on a continuous roll of 4.5 inch wide paper. The printer can be used as an inexpensive means to list your BASIC programs. Program listings are done (by default) in an easily readable 40 column character size. The printer is slow but is certainly much better than trying to debug program listings on a monitor or TV screen. The 1020 has 64 character sizes (rotatable in 90 degree increments) plus a graphics mode. It will go to text as small as 80 characters per line but this size is a little too small to be easily readible. The 1020 printer is an output option for the Atariwriter word processing program, but it is unlikely that you would want to use the 1020 for serious correspondence or school work due to the 4.5 inch width of the paper.

The Atari 1020 can be used to dump color graphics screens by use of the Screen Plot program by Irata Press Ltd. (distributed by Antic magazine; available at your local dealer, or directly from Antic for $12.95 plus shipping). Screen Plot will dump screens generated by Atari Artist (Atari Touch Tablet), MicroIllustrator (KoalaPad), Atari Graphics (Atari Light Pen), Atari Paint (uses joystick), Atariworld (standard graphics mode 8), Micropainter (standard graphics mode 7.5) by Datasoft, B/Graph by Batteries Included and Rambrandt (Antic Software). Screen Plot will first load the desired screen from disk and display it. Options are available for size (1.5 by 2 inches or 4.5 by 6 inches) and overlay of one plot on top of another. Pen colors (black, blue, green and red) are assigned by the user to each screen color. While the program will accurately plot even complex designs, the printing can take a LONG time. Printing the SNOWMAN.PIC file from the MicroIllustrator program disk in a 4.5 by 6 inch size, in four colors, took over two(2) hours!!

Print 'n' Draw by Bill Williams is another program that can be used to increase the utility of the 1020 printer. Print 'n' Draw allows you to make a banner or typeset a message using various letter sizes, types and colors. The program is easy to use and greatly simplifies use of the printer's numerous text options. The "typeset" option automatically tells you how many letters will fit on a line based on the letter size number selected (0-63). Different justification (left, center or right) and letter size, color and style can be selected for each line. The only limitation to the program is that screens generated can not be saved to disk for later editing or reuse. You can also only typeset one screen worth of data at a time. Text longer than a screen length minus option menu must be printed out in sections. This program can also generate pie charts and draw pictures (with some limitation) created by Graphics Magician (Penguin Software). There are a number of these picture files on the Print 'n' Draw program disk. Print 'n' Draw is available from Apex Resources, 129 Charman St., Cambridge, Mass., 02140 for $14.95 plus shipping.

If the 1020 printer will not be used for several days, the pens should be removed from the printer and capped. Pens and paper are the same as those used by the Radio Shack CGP-115 Printer although the paper for the 1020 comes on shorter rolls (which fit inside the printer body).

For information on how to control the printer through BASIC statements and also demo programs for trigonometrical functions and geometrical shapes see the February 1986 issue of Antic Magazine. The 1020 printer owners manual also gives some information on use of the various 1020 modes.

SECRETARY'S REPORT

Well, hello again everyone. It's time to catch you all up on what's been happening at the past few board meetings. It seems that I/O Connector deadlines and my schedule don't always coincide. I'll try to keep you up to date on a monthly basis from now on. Anyhow, let's start off with the month of August.

It seems that this was the month where noticeable changes in the Atari world had begun to take it's effect on the club structure. The differences between the 8-bit and 16-bit Atari's were causing unrest amongst the group. Each was bored or restless while sitting through each other's demonstrations. A guest from an ACE group north of here said that they had to split their two groups into SIGs, making the board an umbrella to the individual 8 bit & 16 bit SIGs. August's board meeting was entirely spent discussing the way in which we would deal with the problem, if we were going to deal with it at all. Several ideas were brought up and discussed, but nothing definite was decided. Tentatively though, the group would be headed by one president, 2 vice presidents, a treasurer, a secretary, and several program directors. A few other items were discussed after all. Dave said that he found it necessary to have assistance in putting together the I/O Connector each month. A co-editor is what's needed. A plea for such would be made at the next club meeting. Also, we were reminded that The San Diego Computer Society's show was coming in a few months and preparations should be made to put together SDACE's part in the show. Contacts to Atari shall be made in order to receive Atari give-aways for the show. Also, it was brought up that raffling an ST at the show might be a good means to raise money for the club. No definite decision was made though on this subject.

At September's meeting more organizational activities for The S.D. Computer Society's show was discussed. Buck volunteered to keep us steered on the right track. The success of the Glendale Atari show was briefly discussed in addition to a nasty taste left in our mouths caused by an individual claiming to represent SDACE, who bounced $2500 in bad checks. Several Glendale show vendors made contact with us about the individual. No further action taken at this time. It was suggested that a non-computer social function take place to stimulate togetherness amongst the group, such as a softball game. After much discussion though, it was felt that lack of participation would make it a waste of everybody's time. Due to the excitement caused by the Glendale show, it was thought that sending someone to the San Jose ACENET show with video equipment, then stopping off at Atari headquarters on the way back for a tour might be of benefit to the club. It was decided that Rick would be flown to San Jose and prepare a report of his experience. The club's ST raffle was put on the back burner indefinitely. ACENET had decided to raffle one also, so we decided to support their effort. Half of the proceeds go to SDACE and there was no risk on our part if insufficient tickets were sold to cover the cost of the ST. Among other highlights, a demo of an 80 megabyte hard disk was going to be demonstrated at the next club meeting.

And finally for October's meeting, further organization, still for the upcoming computer show. The club's ST raffle was taken off the back burner and the idea was thrown out for good. ACENET's ST raffle will be supported. Sandy Austin at Atari Corporation acknowledges our request for promotional materials. It should be pointed out at this writing though, that the materials never did arrive. Thanks, Sandy. A nominating committee was formed and a slate of nominees would be presented at the next club meeting for next years board members. President would be David Delgadillo, 16-Bit Vice President would be Rick DeHaven, 8-Bit Vice President would be Raymond Main, Tom Andert for Treasurer, and Bruce Lawson for Secretary.

CURSIVE (copyright 1986, John Kelleher) is a program which allows the Atari 1020 printer/plotter to produce "handwritten" text from a disk file or from keyboard input.

CURSIVE does not possess a bit-map of each character; instead it contains the information needed to make the plotter actually "draw" each character. This approach turns out to be much more natural and fluid for both plotter and programmer--after all, we ourselves don't use bit maps to pen a letter to our mothers--and it saves memory, too.

CURSIVE's operation is very simple. It grabs a line of characters from the keyboard, or from a disk file. Then, one by one, it looks at the characters in the line and draws them. If it finds a character it doesn't know how to draw, it makes a space. At the end of each line it does a carriage return + line feed and is ready to draw another line of characters.

One of the problems inherent in creating a program such as CURSIVE is what the penmanship books call "connectors". For example, observe what happens to an "r" when you write "or", versus writing "row". The "r" has to be modified so that it connects properly with the other letters. This is far from an isolated case; what is more, there is no one "universal connector" which can be used to connect everything to everything. In order to write exactly as we write, a handwriting program would have to contain many rules about connectors. This might tax memory, and would certainly slow the program down.

If there is any art in CURSIVE, it is in the minute modifications I have made to the letters. If you look closely at the sample alphabet, you can begin to see them. These modifications do indeed create "universal connections" between letters. Therefore CURSIVE needs no connector rules at all.

A second problem arises because the "handwritten" characters take up different amounts of space on the printed page. A line typed using characters which are all a standard 8 bits wide may look fine on the monitor screen, but that same line may go off the end of the plotter page using CURSIVE characters, which are 15 - 52 (!) points wide. The solution was to have CURSIVE evaluate each line for length before it tells the plotter to write it.

One final word: a member of our users' group suggested that the next step in this process would be for someone to create a CURSIVE font-maker, similar to the screen character set generators widely available. Such a font-maker would require a high-resolution grid 70 points wide and 60 points high in order to make possible the precise detail of CURSIVE characters. Such detail is inherently difficult to achieve on a TV screen display, but very easily obtainable using good old graph paper and "Draw" and "Move" commands.

If you would like a disk (requires 48K and BASIC) containing the CURSIVE program, I will send one to you if you give me your name, address, and $6.30. This is $5.00 for the program, plus 6% sales tax -you are a California resident, aren't you?- plus $1.00 to cover my postage and handling costs. (If -somehow- you are not a California resident, yes, you can deduct the 30 cents, but no fair cheating!)

Also included on the disk is ED. ED is a somewhat clunky, line-oriented text editor which has the twin advantages of being free with your purchase of CURSIVE and of making it easy to create disk files in the special line-oriented form CURSIVE requires.

JOHN KELLEHER
4400 NEW JERSEY ST.
SAN DIEGO, CA 92116

The Hotline BBS
Software Piracy Survey

The Hotline Bulletin Board System in an Atari ST-oriented system serving the Washington, D.C. metropolitan area. The system has been online for nearly four years and has logged over 30,000 calls. Approximately 40% of the user base are long distance callers.

For a period of twelve weeks, the Hotline conducted a user survey concerning software piracy and received over 350 responses. With the recent crackdown on piracy by the software industry, the basic goal of the survey was to get some sort of indication of how serious the problem is with Atari users and whether or not the piracy crackdown was having any effect on the attitudes and actions of consumers as well as BBS Sysops.

Question: Have you ever downloaded copies of copyrighted software from a Bulletin Board System?
Yes: 73%   No: 27%

Question: Have you ever "traded" such software through the mail?
Yes: 37%   No: 63%

Question: Have you ever obtained copies of software from a friend or acquaintance?
Yes: 85%   No: 15%

Question: Have you ever obtained copies of software from an organized Club or User's Group (during/after meetings, etc)?
Yes: 20%   No: 80%

Question: If you answered "yes" to any of the above, how many copies of such programs do you own?
10 or Less: 30%   11-25: 14%
26-50: 4%   51-75: 6%
75 or More: 36%   None: 10%

Question: If you answered "yes" to any of the above, what is your reasoning for not actually purchasing a copy of the program? (Enter as many as you like in your response)
Software is too expensive: 23%
I wanted to see if it was worth

buying first: 22%
I "collect" software and don't mean any harm to anyone: 13%
It was available, so I copied/downloaded it: 22%
Other reasons: 15%
Does not apply to me: 5%

Question: If more demonstration programs were available, do you think that it would influence your decision on copying programs?
Yes: 66%   No: 34%

Question: Is the software industry trying to keep the cost of programs at its lowest possible price?
Yes: 11%   No: 89%

Question: Does the fact of whether or not a program is copy-protected influence your decision on buying a piece of software?
Yes: 41%   No: 59%

Question: How much software, in terms of dollar amount, have you purchased?
Under $100: 26% $100-$250: 18%
$251-$500: 20% $501-$750: 16%
$751-$1000: 0% $1001-$1500: 2%
$1501-$2000:4%   Over $2000: 14%

Question: Have you noticed fewer, the same amount, or more BBS's which feature copyrighted software in their download sections?
Fewer BBS's: 50%
Same Amount: 31%
More BBS's: 19%

Question: Is the ability to download copyrighted programs from a BBS the primary reason for calling the system?
Yes: 10%   No: 90%

Question: Are Bulletin Board Systems your primary means of obtaining copyrighted software?
Yes: 25%   No: 75%

Question: Has the current crackdown by the software industry and the Software Publishers Association had any effect on the attitudes of Sysops and Bulletin Board Systems in the trading of copyrighted software that you as a user has noticed?
No Effect: 30%

Some Effect: 49%
Lot of Effect: 21%

Question: Do you think the crackdown will have any long-term effects and will limit the copying of copyrighted software in the future?
No Effect: 41%
Some Effect: 49%
Lot of Effect: 10%

Question: Are you male or female?
Male: 90%   Female: 10%

Question: What age category are you in?
13 or Under: 4%   14-17: 42%
        18-25: 18%   26-35: 25%
        36-45: 10%   46 or Over: 1%

Observations:

While not a scientifically conducted survey, the answers given by the respondents can give the reader a good indication as to the practices and attitudes of the "average" Atari user who is involved in telecommunications and frequents Atari Bulletin Board Systems.

The large majority of the respondents own illegal copies of software, but also have purchased large amounts of programs as well. They're mostly teenagers with the second largest age group in the 26-35 category. They feel that the current crackdown on piracy will have some short and long term effects on Sysops who run pirate BBS's but state that these boards are not their primary means of obtaining illegal copies of programs. This may be somewhat contradictory with an earlier response that 73% obtain such programs directly from BBS's.

The respondents felt that the software industry is not keeping the cost of software at its lowest price possible and were split with whether or not copy-protection influenced their decision on buying programs. They were decidedly in favor of more demonstration programs and said that this would effect their decision on getting illegal copies of programs that offered demo versions.

When asked to justify their logic for illegally copying programs, the answers were almost evenly split between software being too expensive, seeing whether or not the program was worth purchasing, and that the program was readily and easily available for copying. This latter justification may indicate that illegally copying software is almost an "automatic" reaction by many Bulletin Board users -- "it was there, so I took it."

In examining these answers, I regret that I didn't ask users as to whether or not they felt that copying software was "morally" wrong. Nevertheless, it is evident that the software industry still suffers from the image that they're overpricing their programs and that prospective customers have little in the way of finding out if a program is worth purchasing or not. More demonstration versions, less copy-protection, and an aggressive consumer education campaign may be the best avenue of approach by the industry if it ever expects to substantially reduce the problem of software piracy.

        -- Tom Zelinski, Sysop
           The Hotline BBS
           Arlington, Virginia
           (703) 683-3944

MY WINTER VACATION

Being a true account of the travels and tribulations of a True Atariphile in search of Atari, INC. (or is it CORP.?)

On the 22nd of October, 1986, I jetted off to the storied land of

California, to seek my fortune, but mainly to attend my sister's wedding, which was being held in the San Francisco Bay area. Since I was going all the way from Pennsylvania to the West Coast (or the 'Coast' as the yuppies would have it) I figured I would take in some of the sights. I borrowed my new brother in law's Honda 550 Supersport (a motorcycle, not a car) and motored off around the area to see how the other half lives.

They live great. Houses are small, but who needs winter coats or winter anything, when the average temperature almost never drops below freezing? It rains in a well defined three or four month period, and doesn't rain when you don't need rain. What a great system!

The S.F. Bay area is one of the scenic wonders of the world. It is really indescribable in a short essay like this, except to say that you can go from redwoods to ocean to desert, to canyon, to vineyard to disco to work in a half a day. (Don't try it during the rush hour, though.)

Since Sunnyvale is right at the southern tip of the Bay, I thought, why not? Atari has probably been waiting to meet me for years, with all the nice things I have done for it. I mean, all the good talk, the purchases, the publicity, I mean.... And think of all the user group work I have done. I figgered, Jack Tramiel himself will want to pump my hand and gift me with a new 1040 ST and some inside dope on what Atari is going to unveil next year (after I agreed to sign a prolix non disclosure agreement, sure, you can't ask for the world, right?)

Then think of all the unbelievably advanced computer stores in Sunnyvale, staffed with people who actually SPEAK machine language! And with all the LATEST STUFF!! And with ALL THE LATEST POOP!! Why I wouldn't have been surprised to bump into Nolan Bushnell himself handing out autographed PONG games!

So on Monday morning, October 27th, 1986, I jumped on my trusty iron steed and drove down to Sunnyvale. The day was sunny, naturally, and about 70 degrees, with a mild breeze. The palm trees were waving gently, and the California cuties were bopping into or out of the malls (in cars, of course, no one walks in the whole area.) I was a little disappointed when I came into the city and there was no sign: SUNNYVALE POP. 35,000 HOME OF ATARI, INC. POWER WITHOUT THE PRICE!!! But I figured that the city council can't display favoritism, however well deserved.

I also didn't see a giant Atari sign or a giant Atari office complex, so I decided to stop by a mall, have lunch and get directions. I did. There are no computer stores in the Sunnyvale mall. The retail merchants don't carry computers of any kind anymore. I got a road map, and a chicken sandwich from Chik-Fil-A. I discovered that Atari was in an industrial center north of the city, which I had passed by without even seeing. I drove back north and found myself in the Moffet Industrial Complex which is a relatively new area of corporate buildings near the Moffet Naval Air Station. Huge military aircraft regularly fly over Sunnyvale on landing approach for Moffett, about every 5 minutes. After only a little searching, I found Atari's world headquarters. It was located in a modestly sized office building of vaguely cubist design. The parking lot held about 40 cars. There was one motorcycle in a company slot: a Kawasaki Ninja, fire engine red (real stormer of a bike). I parked in a Visitor's space up front and walked confidently in the front door to my well deserved welcome.

The security guard was warm and friendly. He was puzzled, too, as to why anyone would WANT to visit. He told me that there was really nothing to see (hah!) but that there was a company store I could visit and buy Atari products from at list price, only it was closed on Mondays. He let me read the bulletin

board and waved when I left. He didn't even bother calling Jack T's office to see if he wanted to see me. Wotta bummer!

In consolation, I decided to visit Sunnyvale computer stores. I had trouble finding any. Finally, I located one which shall remain nameless for reasons which will become obvious. It was small (about 500-750 square feet. It DID have some computer systems up and running, including Atari 1040 ST, Amiga and IBM. It DID have 8 bit software, but only for Commodore computers. No Atari 8 bit software. It DID have Atari 16 bit software for the ST series, but not as much as for the Amiga. It DID have some visiting hackers on the ST and Amiga machines, whiling the day away. I chatted briefly with them and elicited the 'amazing' but outdated news of the MacCartidge for the Atari STs which enables the ST to run Apple Macintosh programs better and faster than the Mac itself. I noticed that the Atari hacker was running the new STAR RAIDERS II for the ST. It looked very impressive. Unfortunately for Atari, it was a copy (read 'stolen copy') of the original game. I left.

I drove up to Marin to see the ocean and the redwoods. Both are doing ok and look great for their age. The sunset over the ocean was a 10.

-30-

FROM THE PRESIDENT

Welcome to the December edition of the I/O connector. I hope that all of your holiday wishes come true.

The Computer Fair is now part of the recent past. I'd like to thank everyone that helped out in any way with making the fair a great success. Special Thanks go to Mark Booth who put the show together and to Buck Bragunier who without his help in getting sings made for all the attendees, we would haven been charged $250 for our space at the show. I hope that every one had as much fun as I did at the show.

We were able to impress quite a few people even without any help from Atari Corp. Months in advance we requested support for this event and were told that we would be getting that support from Sandi Austin, she in charge of user group support. I know that the old Atari Inc. has always bent over backwards for us in the past, it's sad to see that we couldn't get any help. Amiga made a great showing at the fair as well. People were lined up 3 deep most of the time. I also noted that Amiga has ship about 100 lbs. of brouchures as well as banners and other assorted information about the Amiga. Looks as though Amiga means to steal some of Atari's flash by getting the word out about thier computer.

Atari has gone public! Now you can own a small portion of Atari. 18% of the company has put up on the block. The stock opened at 11.50 and the stock has moved upward to the $14.00 area. If you would like to purchase stock in Atari you need to know that the minimum purchase is 100 shares. For more information regarding stock purchases call John P. McShane with PaineWebber at (818)981-3000 or (213)872-0600.

Anyone need a new Panasonic 1091 printer? Well, SDACE has one up for grabs. Only one string attached, the job of newsletter editor goes along with the printer. If your interested in the job please call me at home (the numbers on the inside of the newsletter).

Both SDACE BBS's are now operating under new software. Features include faster message storage and an overall improvement in performance of the systems. Give them a call! ST-SDACE at 284-3821 and SDACE-8 at 566-3430.

Happy holidays to all and see you next year wearing a new hat!

CALENDAR OF EVENTS

SAN DIEGO ATARI COMPUTER ENTHUSIASTS
First Thursday of the month at 6:30 pm
North Park Recreation Center
Adult Center

SAN DIEGO COMPUTER SOCIETY
Third Saturday of each month
12 noon: swap meet
1:30 pm: meeting
Mesa Collage, Apollo Theatre

ST SIG
Third Monday of each month at 6:30 pm
North Park Recreation Center
Social Room

ATR 8000 SIG
Fourth Wednesday of the month at 7 pm
See map for more info

HARDWARE SIG
Each Saturday, times to be announced
4405 Hedionda Ct.
Call 483-4697 for more info

BASIC SIG
Call 223-6378 for more info
Meetings held in the Ocean Beach Area

ATR MEETING

9248 ELLENBEE RD.

CARLTON OAKS

CARLTON OAKS GOLF COURSE

EAST HEANEY

CARLTON HILLS

N

CUYAMACA

MISSION GORGE

MEETING:
7:00 PM WEDNESDAY AFTER ATARI CLUB
MEETING PHONE 562-6235 FOR INFO

San Diego Computer Society
ATARI SIG
P.O. Box 81444
San Diego, CA 92138

SEND ALL CORRESPONDENCE TO:

SAN DIEGO ATARI COMPUTER ENTHUSIASTS
P.O. BOX 203076
SAN DIEGO, CA 92120

NEXT 8-BIT MEETING WILL BE:
DECEMBER 4th at 6:30 pm

NEXT ST MEETING WILL BE:
DECEMBER 18th at 6:30 pm